

N64
MAGAZINE

Forsaken

- *Tips for every level!*
- *How to beat the bosses!*
- *Master the Deathmatch!*

DOUBLE GAME GUIDE +

TWO N64 PLAYING GUIDES IN ONE - AND MORE!

Mystical Ninja

- *Complete walkthrough!*
- *Solve every puzzle!*
- *Defeat opera-singing weirdos!*

No. 10



**Devious tips and handy advice
for loads of other top N64 games**



Double Game Guide +

Forsaken

and

**Mystical Ninja
starring Goemon**

Compiled by **Jes Bickham**

CREDITS

N64 MAGAZINE'S DOUBLE GAME GUIDE +: FORSKEN AND MYSTICAL NINJA STARRING GOEMON

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Welcome!

If you were a hard-as-nails, futuristic hoverbiking psychopath, would you call yourself 'Beard'? Not likely. Probably you'd opt for something like 'Killa', or 'Stab Frenzy', or 'Hand o' Death'. But, that's the unfortunate baggage the aforementioned *Forsaken* biker finds himself with as he stalks the deadly corridors of one of the N64's best and hardest first-person shooters. Which leads onto our book, handily enough. To ease you past the pressures of Iguana's danger-soaked bloodbath, we've put together the definitive guide, with absolutely everything you'd possibly need to know. Got problems? We might just have the answers. Lock and load, then...

Mystical Ninja was a marvellous game too. Taking a slice of 3D adventure, a sprinkling of RPG and a smidgen of shoot-'em-up, it managed to propel its way to Star Game territory in N64 without too much of a problem. And rightly so. It had us enthralled from start to finish with its smile-inducing brand of oddness. Blokes in skirts, an opera taking over the world, robots on rollerskates, our Japanese friends at Konami created an experience that can only be described as 'unique'. Inside, you'll find a complete walkthrough. It's the most comprehensive guide you'll have ever read, we guarantee it. Impact!

Ooookay, then. Onwards and upwards...

FORSAKEN

Forsaken

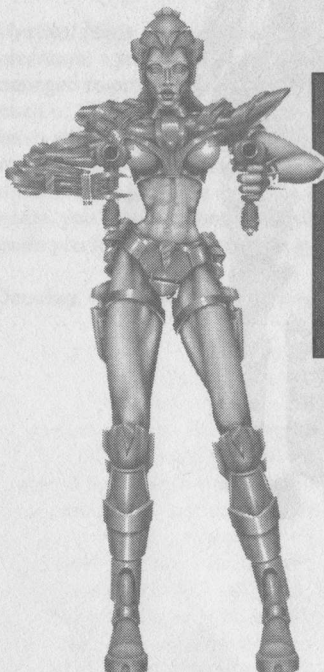


FORSAKEN

Imagine a first-person shoot-'em-up. Y'know, like *GoldenEye*, or *Turok*. Now imagine being able to fly in such a game, and you're pretty close to what *Forsaken* is. Except that it's a first person flying game with twisty-turny tunnels and big, bright lights. And very big, very bright guns. You get the idea.

Anyway, *Forsaken* is a game borne of elderly PC mum *Descent*, which was much the same, only not so good. And it's credit due to Acclaim for creating a unique version of *Forsaken* for the N64, with all-new levels not found on the (excellent) PC and (rubbish) PlayStation versions. Add a splendid four-player battle game and *Forsaken* is a jolly good collection of metal and plastic. We like it.

So do, please, find some use for our tip-packed guide to *Forsaken*. We've included stacks of handy hints and even your most-asked questions. Enjoy!



WHICH WAY UP?



You'll spend your first few hours of *Forsaken* confused, irritated and more than a little disorientated. Not because it's a bad game – it's quite certainly a fantastic game – but because the full-freedom flight that the game allows means that almost every button on the controller is used,

and, unless you've got six hands, it's darned tricky to control your Pioncycle.

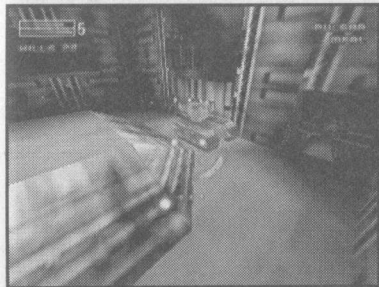
Of the four control options used, option four is by far the best. It's pretty similar to *Turok* in that you use the C-buttons for movement and the analogue Stick for direction. However, the vertical strafe controls, which are fairly essential, are operated by the A and B buttons, which means that it's



impossible to move and strafe vertically at the same time. Long fingers are an advantage.

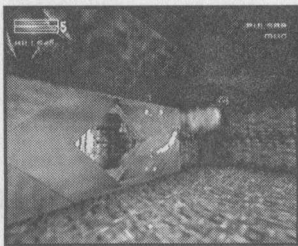
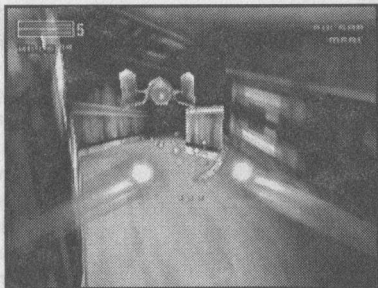
(Interestingly, Interact's Superpad 64 would be perfect for use in *Forsaken*, as its unusual shape gives full access to every button. Unfortunately, *Forsaken* doesn't allow customisable controls. Nuts.)

The first thing you should do is familiarise yourself with the physics of flying – *Forsaken*'s



FORSAKEN

Pioncycles operate with a self-righting facility, meaning that you'll always know which way is up and which way is down. It's particularly essential to become instinctively au fait with the strafe buttons; circle strafing, as used in *GoldenEye 007*, *Turok* and every 3D shoot-'em-up ever, is as important here as anywhere else. The vertical strafe is, in particular, lifesaving.



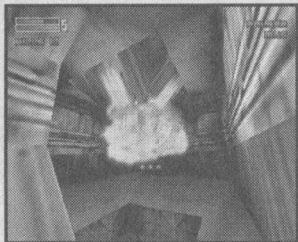
PEEK-A-BOO!

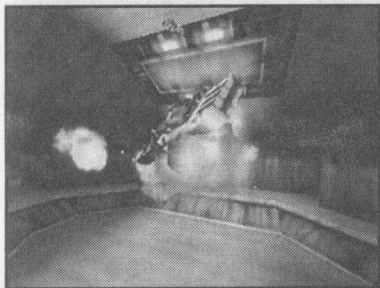
Let's have a look at how your new-found skills can help you out.

- Use the vertical strafe in conjunction with cover. Get used to popping out from cover, blasting the enemy and popping back down. Also, use the horizontal strafe to 'sidestep' past a

doorway, shooting into the room as you make the pass. This may be the only way to clear heavily defended rooms without ending up splattered on the walls.

- Zooming into a room and then exiting will, in most cases, draw the enemy out so that they follow you. This tactic can be devastating if used in conjunction with cover.





● Moving close to a shut door will usually alert any enemies inside of your presence; they'll start to shoot at the closed door, signified by glowing bursts of laser fire. Firing at closed doors yourself may also elicit a tell-tale response.

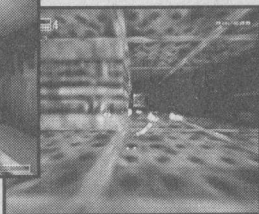
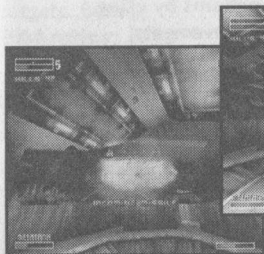
● Some of the enemies in the game (gun turrets, mostly) won't 'activate' until you come

to within a certain range of them. As such, sneaking slowly around 'til they're in your sights (from a distance, natch) will allow you to shoot them with impunity.

● Once you're used to the large amount of freedom you're given in *Forsaken*, get in the habit of checking the ceilings as well as the floors and walls for doors, hatches and openings. "You think in such three dimensional terms", as the Borg Queen once told me. Hmm.



● Also bear in mind that a well aimed Pulsar burst is the main way to open doors. Sometimes, openings are hidden in the walls. If you're stuck, and there doesn't seem to be any discernable way out of the room, hammer the walls with laser fire. It usually works.



FORSAKEN

● Enemies have a nasty way of respawning – or materialising – just when you'd thought that you'd eliminated all the blighters. On levels



where the main objective is to clear out all the baddies, bear this in mind and scour every area for possible re-entrants into the arena of death.

Picking up key items (bombs, crystals, etc) also causes a few more unwanted visitors. Be careful.

● Many of the bosses can't actually be totally destroyed

(for reasons that will become clear when you reach the final level).

Rather, once you've worn them down to a certain point, a beacon will appear, that, once activated, holds the key to your escape. Don't try to completely mash the bosses. It won't work and you'll be killed. Probably.



● Remember that you can move diagonally as well

as straight up and down. Confound enemy fire patterns by using unorthodox flight movements.

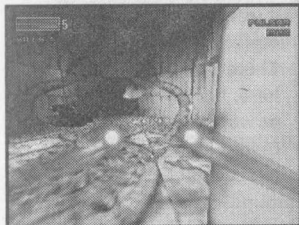


● Don't blunder straight into a level or room. It's best to take things slowly, scout the area and clear it of any threat before moving on. Extra lives are scarce in Forsaken. Bear that in mind.

BOOMSTICK BONANZA

As you'd expect from the creators of *Turok*, *Forsaken* boasts a splendid arsenal of flesh-stripping weaponry. Here's what we think.

PRIMARY WEAPONS



PULSAR

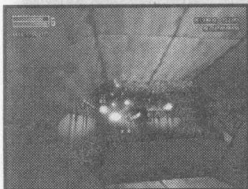
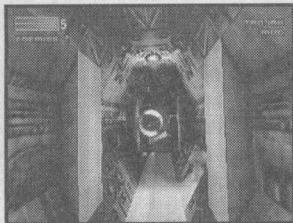
Next to useless in its un-powered-up form, the Pulsar becomes drastically better with the collection of two Power Pods; fast, accurate, deadly and jolly pretty, it becomes the equal of many of the other, more powerful weapons. It's vital to keep the ammo up too, if you want to get the best from it. Nice!

N64 rating: 8/10 (when fully powered up – 3/10 otherwise)

TROJAX

Absolutely cracking – in the right circumstances. The Trojax takes a second or two of powering-up (by holding down the fire button) and then unleashes a spinning disc of coruscating blue flame. And very powerful it is, too. However, the tardiness inherent in the powering-up process inhibits the Trojax's potential in the midst of an all-out firefight, and it is thus best served with stationary or slow-moving targets. Brutal!

N64 rating: 8/10



SUSS-GUN

A mixed bag, this one, but also very lovely to look at. The Suss-Gun unleashes a rapid mass of shots with a slight homing facility. However, at long range, it's next to useless, with accuracy degenerating markedly over a distance. Use it in close quarters with

FORSAKEN

multiple targets, as the fire arc spreads quickly. It runs out of ammo quickly, too. Capricious!

N64 rating: 6/10



TRANSPULSE

Possibly the best looking of the weapons, the Transpulse possesses a brilliant quirk – its fiery shots can 'bounce' off one surface before dissipating. There is an unusual caveat here, however, in that the power of each shot will force your Pioncycle backward. A small price to

pay, however, as the ability to angle shots around corners is a valuable and entertaining tool. Wickedly powerful also, a couple of Power Pods will ensure that no enemy will remain unscathed for long. Plum!

N64 rating: 9/10

BEAM LASER

Consisting of two deadly lances of blue heat, the Beam laser possesses a vast range and a formidable punch. Straight-as-an-arrow accuracy is the icing on the cake; as such, there's little to prevent the Beam



Laser from being declared **N64's** best-ever *Forsaken* gun. The range means that it's best to use the Laser from a distance, although it's just as handy at close range. One thing, though: Use quick bursts, as it'll overheat and then be rendered useless until it cools down. Supercalifragilisticexpialidocious!

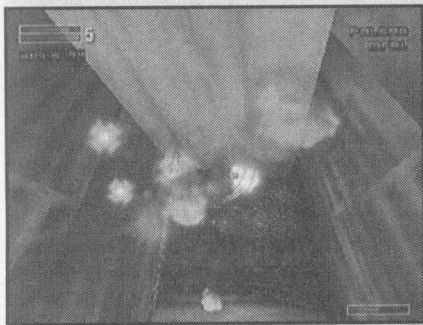
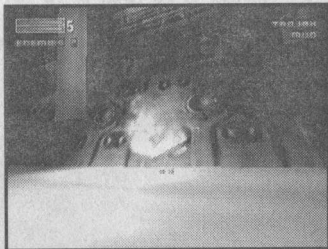
N64 rating: 10/10

SECONDARY WEAPONS

MUG

Yer common or garden unguided rocket, the Mug is fairly powerful but questionably useful unless you're a deadeye shot. However, firing is fairly rapid so, if you've stacked a lot of them up, a swarm of 'em unleashed in the direction of an offending object should guarantee you at least a hit or two. Cheap!

N64 rating: 5/10



MFRL

An extension of the Mug, the MFRL carries a huge payload of missiles that can be fired with alarming speed. If you're accurate, you can decimate a baddie in seconds. Plentiful!

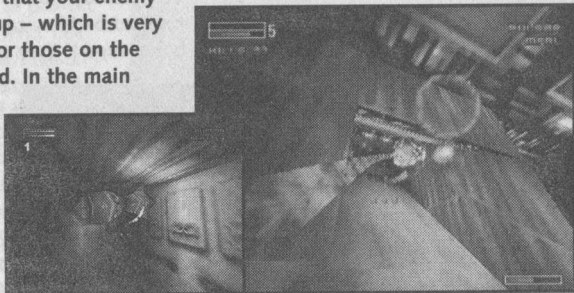
N64 rating: 7/10

SCATTER

A homing missile that doesn't do any damage,

the Scatter rocket robs opponents of equipment. You'll find that it's best served in the multiplayer games, where just one missile will steal every single thing that your enemy has picked up – which is very frustrating for those on the receiving end. In the main game, it's

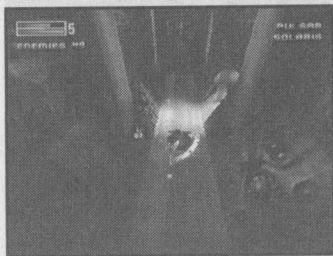
less effective as the robotic baddies don't tend to carry



FORSAKEN

much. Thieffy!

N64 rating: 6/10 (but 8/10 for multiplayer games)



SOLARIS

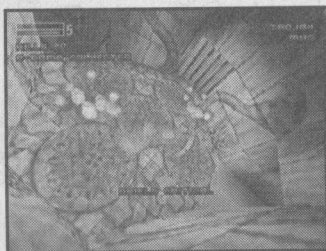
The Solaris is basically a more powerful Mug with a homing capacity. Possibly the best all-round secondary weapon. Bangy!

N64 rating: 7/10

TITAN

Another unguided missile, but one that's devastatingly powerful. It explodes with a huge blast radius, and is guaranteed to obliterate anything caught within its detonation area. The only downside is that it's not very fast, so make sure your target isn't going to escape. And it can hurt you too, so be careful. Dismembery!

N64 rating: 9/10



GRAVGON

This unguided rocket doesn't do any damage. But – aha! – upon explosion, it draws any nearby targets within its blue-tinged, throbbing energy field, enabling you to batter 'em to death.

Very useful. However, any trapped baddies can still fire back, even if they can't move,

so manoeuvre out of their firing line before slappage. Newtonian!
N64 rating: 8/10



MINES



PURGE

Fairly boring, the Purge mine simply drops behind you and detonates upon contact with an offending object. Best used in narrow corridors when an enemy is giving chase. Stationary!
N64 rating: 6/10

QUANTUM

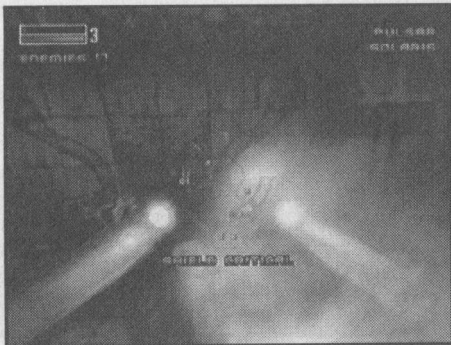
Hoo-hoo. Much better – the Quantum is an absurdly powerful mine, the equivalent of the Titan missile in mine terms. As such, watch out for the blast radius – it's best to position it in a narrow doorway if an enemy is pursuing you, retreating to a safe distance to watch the ensuing carnage. Nuclear!

N64 rating: 9/10

PINE

The best of all the mines, the Pine doesn't explode as such, but is rather a remote missile launcher. Approaching enemies will be swathed in hurty explosive darts, which is nice. Therefore, it's best to place the Pine in a defensive position, particularly if your objective is to protect vital equipment. The 'Death to the Invader' level at the end of the easy path of the main game is a case in point – drop Pines by each Matrix node to fend off unwanted visitors while you're patrolling. Spiny!

N64 rating: 10/10



OTHER STUFF



There are various other objects that can be picked up in *Forsaken*. Here they are...

WEAPON ENERGY

Or, in other words, ammo. Some weapons don't need ammo, such as the Beam Laser, but others will quickly deplete themselves, leaving you with a puny peashooter. Get 'em

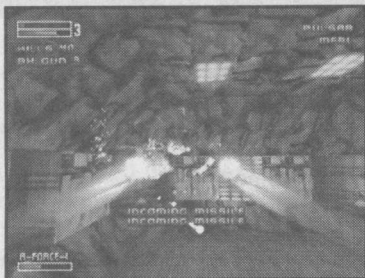
wherever you can. Enemies hit with a Scatter missile will usually drop one of these, along with a Shield.

SUSS-GUN AMMO

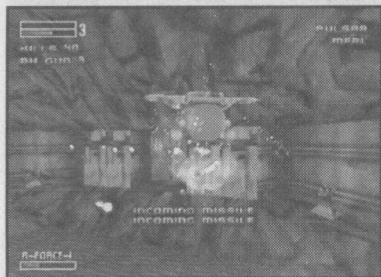
Erm, ammo for the Suss-Gun. Make sure there's some of this around if you're a Suss Gun fanatic, as it runs out of ammo particularly quickly.

POWER POD

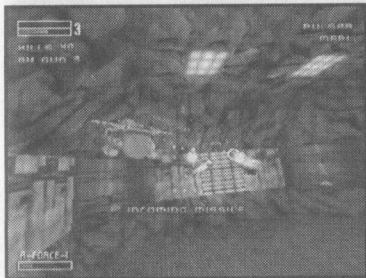
Essential equipment. Your bike can carry up to three of these, multiplying the power of the weapons you're holding significantly. Especially useful for the initially rubbish Pulsar, grab these wherever you can.



GOLDEN POWER POD



Only a temporary measure, unfortunately, the Golden pod grants you a full compliment of Power Pods, full ammo and four Orbital Pulsars. They're activated automatically as you pick them up, so note their position and use them when you're in need of extra firepower.



SHIELD

These simply boost your shields, and are, thusly, very important.

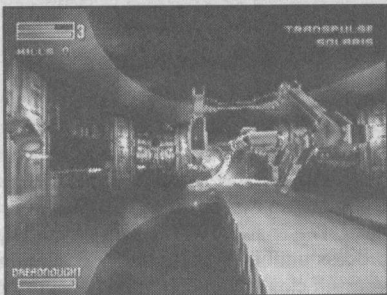
NITRO

This will double the speed of your Pioncycle for about 20 seconds. However, their usefulness is questionable in *Forsaken's* narrow confines, as you'll more often than not slam

yourself into every wall available, so only activate them when you're on the run.

STEALTH MANTLE

This handy piece of kit renders you nigh-on invisible and masks all sound, allowing you to nip around undetected. Of course, fire your weapons at (or bump into) the enemy and they'll spot you immediately, so bear this in mind.



ORBITAL PULSAR

These are smaller Pulsars that, up to a maximum of four, revolve around your cycle and provide extra firepower, powering-up in exactly the same fashion as the regular Pulsar. Pretty useless in ones or twos, the full quota will significantly enhance your damage-dealing potential.



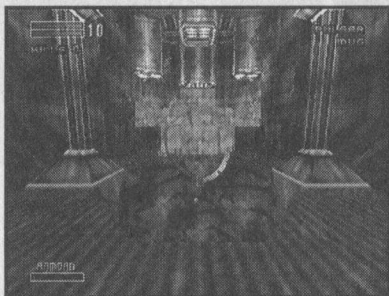
RESNIC REANIMATOR

An extra life, in plain English. These are extremely rare, so search hard for them.

CHAOS SHIELD

Invulnerability. Nuff said.

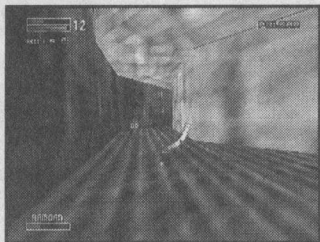
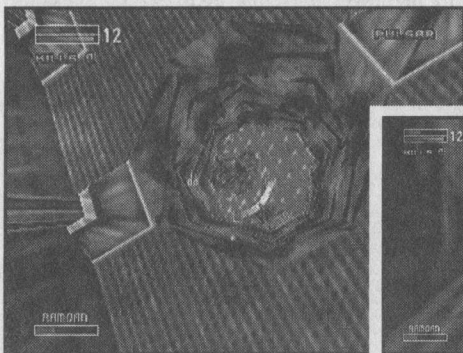
HOW TO...



BEAT RAMOAN!

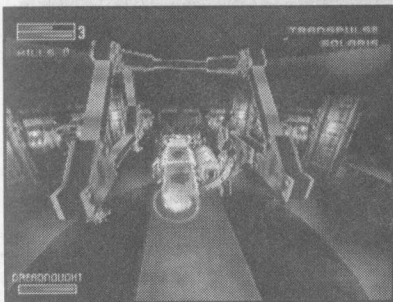
Ramoan, the final boss, is almost impossible to beat... Unless you know this handy little tip. Whatever you do, don't follow him down the hole, as you'll be dead in seconds. The thing to do is

get back to the beam-in point, rise up and aim your guns at the rock not covered by lava, as Ramoan will land here before trying to reduce you to a small greasy smear. As soon as he appears, let rip, but when the 'incoming missile' message appears, scoot behind the cylindrical base of the structure that Ramoan launches himself from at the beginning of the level. The missiles will impact harmlessly on it. Go back and repeat the process until he retreats to the acid room. Follow him and lower yourself close to the acid and Ramoan's perch – shoot the switch under the lava and then the one over the metal bar, repeating until Ramoan tumbles into the lava. Easy, eh?



YOUR TOP FIVE FORSAKEN QUESTIONS ANSWERED!

We knew you'd have a few.



Q1. How many levels are there in *Forsaken*? I can only get through the ten levels on the left hand side of the 'map', but there must be loads more!

A1. Well, old boy, there are in fact loads more levels – 13 more, to be precise. There are two more 'paths' to take (the

first – the one you took – being 'Easy', the other two being 'Medium' and 'Hard'), and they're only accessible after completing the first level in a fast enough time, Nuke. Beat it in under 1:40 to get to the Hard path, or 1:41 – 2:30 for the Medium path. And, let it be said, if you thought the Easy path was hard, you, ahem, ain't seen nothin' yet. So to speak.

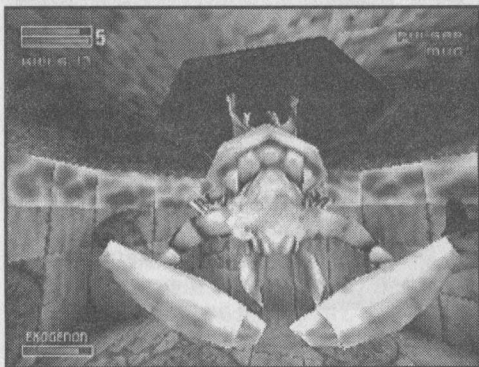
Interestingly, it appears that there are several other points where you can 'hop over' to the next path. If you find out how to do this, do write in and tell us, and, who knows, you might even win something...

Q2. On the main menu there's something called 'Battle Mode'. What is it? Why can't I play it? The instruction booklet doesn't really tell you much about it, apart from it gives you Bronze, Silver or Gold challenges depending on which path you took. Help!



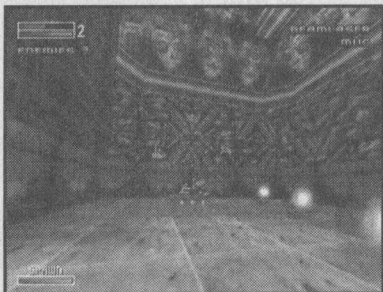
FORSAKEN

A2. Ah, yes. The Battle Mode only opens up when you've completed certain paths on the main game – you get the Bronze challenge for completing Easy, the Silver for Medium and the Gold for Hard. What the Battle Mode consists of is blasting your way through various levels of the game against various rival bounty hunters, each difficulty level (Bronze, Silver, Gold) adding more and harder baddies. And what happens when you've completed this as well as the main game? You'll have to find out...

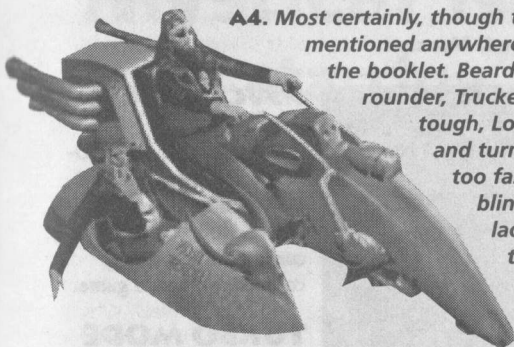


Q3. Help me, N64! I've fought several of the bosses and I can't destroy them completely. Why not? It seems a bit of an anticlimax to use a load of effort to kick 'em in and then simply activate the beacon at the end the level. What's going on?

A3. Well, my friend, it's all to do with the last level of the game (if you don't want us to give it away, then don't read this next bit!). You see, the final level is simply a matter of blasting your way through all the bosses, from Manmek to Ramoan. If they were dead, then, er, there wouldn't be much of an ending. It is, in no way, shape or form, easy.



Q4. Are there any differences between the characters?



A4. Most certainly, though this isn't mentioned anywhere in the game or the booklet. Beard is the general all-rounder, Trucker is slow but tough, Lokasenna is nimble and turns quickly (but isn't too fast), Clark Culver is blindingly fast but lacks shields and turning ability and Nim Soo Sin has fantastic shields but corners like

a hippo. Although, we're sure, she's lovely. Experiment with the others to discover their quirks.

Q5. Is there an infinite lives cheat? You don't get many, and there are hardly any extra ones in the game.

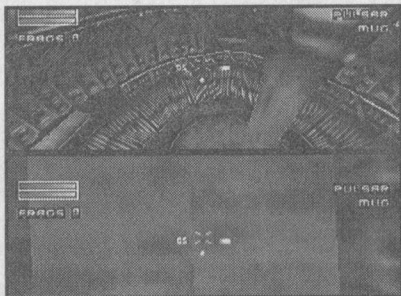


A5. Luckily for you, yes there is. However, you're going to have to find a level with an extra life in it (Power Dome, for example) and collect it. Now restart the level (but don't abort),

and you'll have kept the extra life. Repeat this as many times as you like and you should have plenty of lives to keep you going. Admittedly, it's more of a quirk than a cheat, but it's highly useful nonetheless. As for some proper cheats, simply read on...

FORSAKEN FREEBIES!

Cheats galore, oh yes. Mama.



PSYCHEDELIC MODE

Press A, R, Left on the D-pad, Right on the D-pad, Down on the D-pad, Top-C, Left-C, Bottom-C for lovely, continuously swirling colours during the game.

TURBO MODE

This allows you unlimited Nitros. Press B, B, R, Up on

the D-pad, Left on the D-pad, Down on the D-pad, Top-C and Left-C at the 'Press Start' screen.

GORE MODE

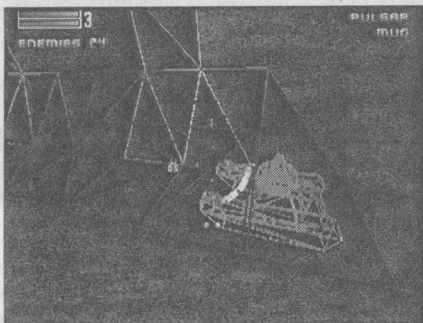
At the 'Press Start' screen, press Z, Down on the D-pad, Top-C, Left-C, Left-C, Left-C, Left-C, Bottom-C for buckets of blood. Which is curious, as your enemies are robots. Hmm.

WIREFRAME MODE

Much like the similar cheat in *Turok*, press L, L, R, Z, Left on the D-pad, Right on the D-pad, Top-C, Right-C for curious pen-and-ink graphics. At the 'Press Start' screen, natch.

LEVEL SELECT

The biggie. At the 'Press Start' screen, press A, R, Z, Up on the D-pad, Up on the D-pad, Top-C, Bottom-C, Bottom-C. Start a Single Player game and you can now choose any level to play on. Smashing.



Mystical Ninja

starring

Goemon



MYSTICAL NINJA

One thing that the N64 has really needed to tide itself over until the arrival of *Zelda* is a top notch RPG. Thankfully, *Mystical Ninja starring Goemon* (or *Ganbare Goemon 5*, as it's known in the East) proved to be that game. Although, it has to be said, it's not really a pure RPG as much as a *Mario 64*-a-like with added adventure overtones. Being fully 3D, it allows plenty of exploration and fully realised combat, proving to be eminently worth the 90% Tim gave it in his review. It's a huge game, with lots of to-ing and fro-ing and tricky puzzles to attempt, so we thought a full walkthrough might be in order. And hey presto! Here it is. So load up the cartridge, switch the N64 on and get ready to embark on one of the strangest adventures of your life. The fate of Japan rests in your hands. Good luck.





OEDO TOWN AND MOUNT FUJI

Here we go, then. The first thing to do is exit Goemon's house and turn left. Follow the path and take the black door you come to on your left;

go through it and proceed to the end, past the doors on your right, until

you can see what appears to be a large bell covered in writing. Turn right from here toward some double doors; go through them to the next set of doors that lead out of the city. You'll now be on the highway – just follow the path directly ahead until you come to a wooden bridge (not forgetting to obtain a map of Japan from a chap in the coffee shop on the hill).

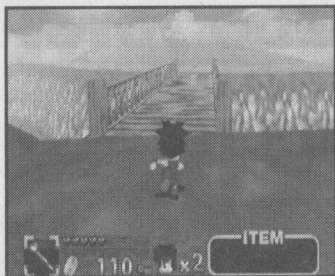


Cross the bridge; there'll be a second bridge to your right. Go over this to find your Silver Fortune Doll, and then go back to enter the double door to Mount Fuji.



Simply make your way to the top by taking the ladder ahead of you (if you pass the second ladder, and jump over to the next platform, you'll find another Fortune Doll). The slinky style enemies can't be destroyed; simply avoid them – if you manage to judge it right, they'll pass harmlessly over the top of you.

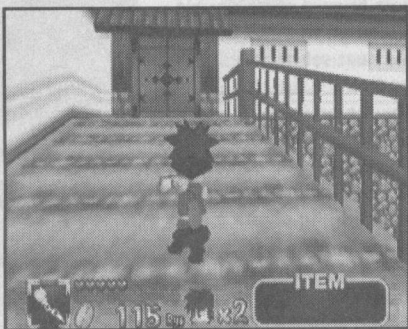
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Once you're at the summit, enter the hut and talk to Mokubei. Ask him for the pipe and he'll give you the Chain Pipe. Hurrah! Use this to shoot at the Star Blocks across impassable gaps, and it'll pull you across. Exit the hut and have a good look around; the various doors contain money pots and dumplings. When you're finished, simply leap off a precipice back to

earth – Goemon and his chums don't take damage from falling. Head back to Oedo Town.

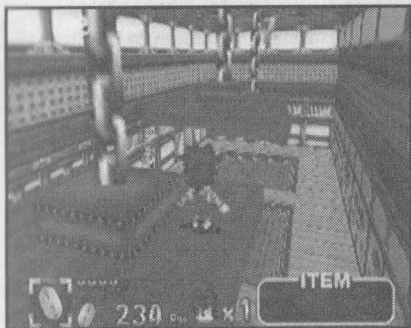
Once you're back, retrace your steps to the set of doors that you originally passed on the way to the bell. Go through them, and the next set, until you find a broken bridge with Star Boxes. Use the Chain Pipe to cross, on the left side first, to find a Fortune Doll. Once you're over on the right, follow the side of the building to the next set of doors, and then along the path to the entrance to Oedo Castle!



OEDO CASTLE

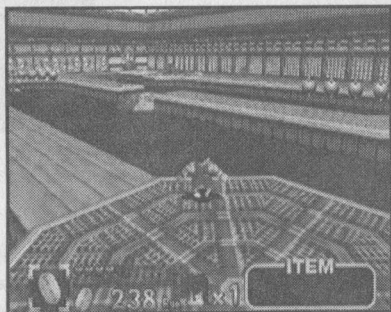
Enter the castle and smash all the pots in the first room for a tidy haul of coins. In the next room you'll find the door on your right needs a key, so go left and use the Chain Pipe to cross the gaps to get it.

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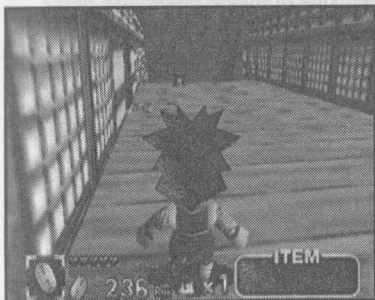
Enter the locked room and take the first door to your right; here you must defeat all the enemies to get a key. Once you have it, exit and make your way across the water-filled room you'll find a Mr Elly Fant (who gives you a map of the castle) and a Fortune Doll. In the next room (with the green floor), go and stand in the middle. The floor will

rip itself up and tiles will fly at you. Simply use your basic Pipe to destroy three of them and a key will appear. Get it and then go through the door. Once in, take the door to your right, beat all the enemies and proceed to the next door. Defeat all the bad guys here to get the key, then exit to the next room, and then, in the room after that, use the Chain Pipe to get over the gap.

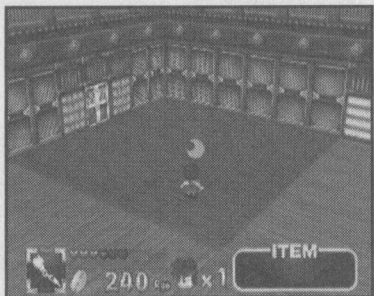


The door past the locked door contains plenty of freebies, so be sure to make a visit. Enter the locked

room and move up the path to the next door. The next room contains huge presses so be careful not to stand under them. When the first press has descended, hop onto it. As it rises, leap over to the middle one and grab the key. Then simply leap off and exit the room (there is a third door that contains a Fortune Doll, though).



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Make your way around this water filled room to the first door. Enter it and use the Chain Pipe to move over to the next door. Enter here and grab the key, then return to the water room two rooms back and go through the locked door. Pass through the next three rooms, and you'll find yourself in a room with a lift. This will take you up to a meeting with The

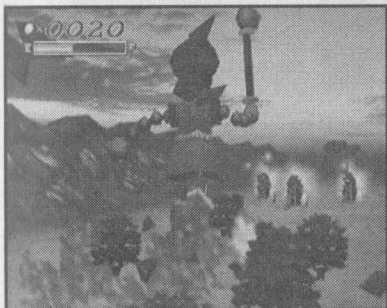
Baron! Listen to his demented ramblings, then follow him through the adjoining rooms until you find...

KING ROBOT CONGO

He's a cinch, really. Select the Chain Pipe and stand directly under the spot on his chin. Start hitting him furiously; the fire he breathes should pass straight over your head. He'll then shoot laser beams at floor level so simply remain stationary and then leap over them. Continue to whack him until he blows, then collect the Miracle Moon and proceed to the next room for a conversation with the grateful Lord and Princess Yuki. The Lord'll give you a pass to leave the city. Save your game and you'll return to the outside of the castle. Return to the door that leads back to the city and jump straight into the water. Swim



straight ahead through the tunnel, then take the next tunnel and swim around the corner. Get the Fortune Doll on the way then jump up to the bridge; the guards will let you out of the city. Go through the doors and turn right to enter the caves. Pass through them, cross the field and climb the hill. Follow the path until the demo takes over, reel in shock at the plot developments and prepare for Big Robot Destruction.

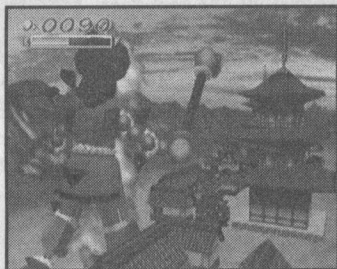


GOEMON IMPACT

Dash! Dash! Dash! Ahem. You'll need to smash everything in Impact's path to tot up his energy. You're a huge Godzilla-sized robot on rollerskates; jump on those houses and whack the enemies. Mind that you jump

in advance of the gaps, as momentum means Impact's slow to react, and remember to jump over the bridges. Otherwise, simply obliterate everything. And then prepare to meet...

WARTIME KABUKI ROBOT KASHIWAGI



Ooh, he's a swine. His energy limit stands at around 2000, whereas you have a maximum of around 550. The best way to knock energy off him is to hook him with Impact's Chain Arm (R button) and then lay into him with fists and feet (A and B buttons). Otherwise, shoot him liberally via the Z trigger (this will sap your cash, mind) and watch out for his

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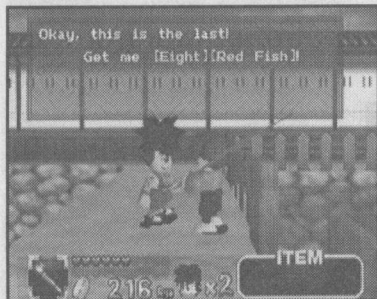
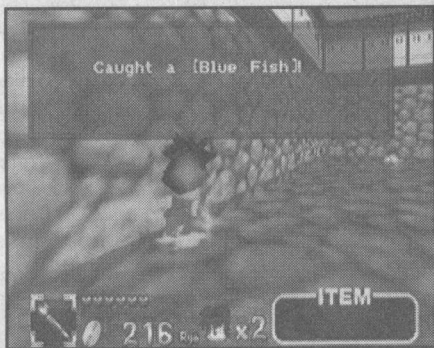


doodlebug rockets, exploding umbrella things (both of which can be punched or shot), and vicious hologram twin whom you have to hit three times in order to kill.

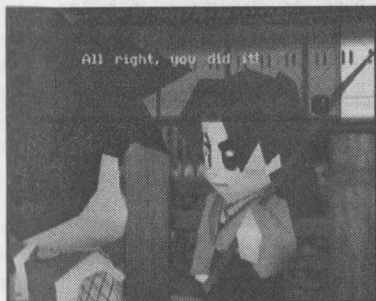
Once you've polished Kashiwagi off, save your game and proceed along the road to the next town.

ZAZEN TOWN

As soon as you enter you're greeted by Yae, who'll join you from now on. Visit the guard through the doors, then go through the next door on the left to meet another guard the pompous Benkei. After you've (fruitlessly) talked to him, go down the ladder to the right of the bridge that leads down to the water. Travel left through the tunnel. Go up the ramp and talk to Ushiwaka, the fisherwoman; agree to go fishing



for her, and simply drop back to the water and explore through the tunnels to catch the fish. You'll need to find, respectively, three blue fish, five yellow fish and eight red fish. Once you've done this she'll give you the Achilles Heel – a log with which to defeat Benkei. Go back to Benkei and he'll challenge you; simply hit him three times



with the log. Beat him and he'll reward you by giving you Sasuke, the mechanical Ninja, who now becomes part of your party (although you can't use him until later in the game).

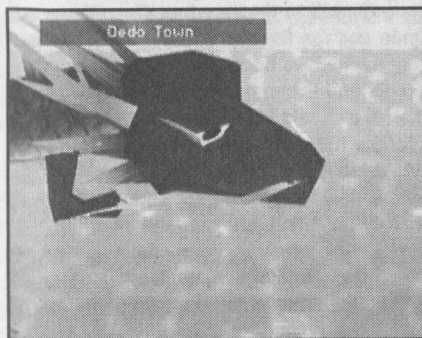
Go through the doors, down the hill and past the temple. The path ahead gives you a choice of two routes. Take the second path first. It'll lead you

to a stone that can be pushed in four directions, with each push gleaning you a freebie or transporting you somewhere.

Once you've fiddled around with that, take the first path through the forest to the water front. On the hill to your left you'll see a house with a 1-up (or Surprise Pack) by the side of it. Go over the stone bridge to the house in the background (note: there's a Fortune Doll on a small ledge below the bridge).

The house is the Oedo Tourist Centre Awaji Island Branch. Normally, you could travel to the next city from here but... aha! Today the travelling dragon has gone a bit loony. So you'll have to go and get him.

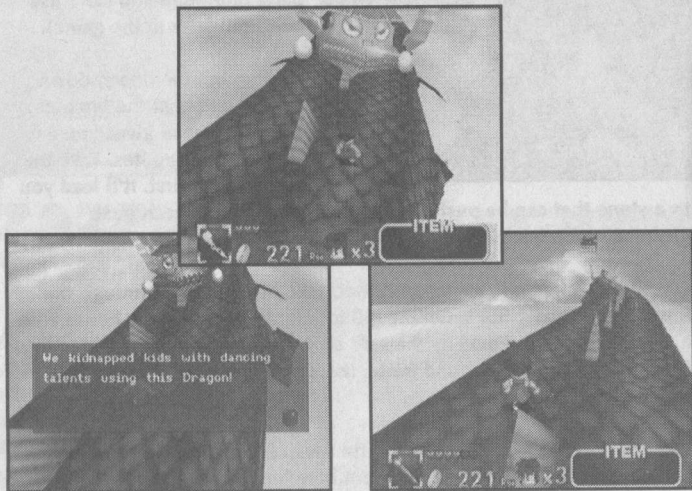
KORYUTA THE DRAGON



Just position yourself in the middle and stay there to avoid falling off Koryuta. Miss the flying baddies and approach the mini-boss, rather embarrassingly named Colon. Use the Chain Pipe on him, then run back; he'll start to spin and fire balls at you. Repeat this five or six times and you've won.

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You'll then find yourself on the ground with a small boy who's actually Koryuta in human form. He'll give you Yae's flute, which can be used to call Koryuta (whilst you're outside), who'll then take you anywhere you've previously visited. Nice, eh?



FOLKYOKE VILLAGE

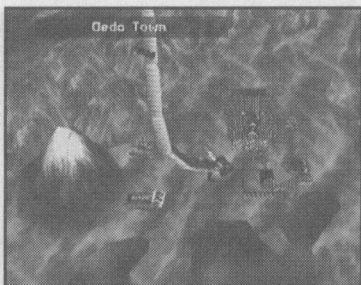
This is where you land. Travel up the hill to the very top. Once there, make sure you are using Goemon and fire five coins at the wooden box. You'll now receive the Medal of Flames. Go back down the hill, enter the village, walk around the corner and through the doors. Then take the door directly to your right. There should be a door directly in front of you now so go through it. Follow the path over the bridge, up the hill and to the doors. You'll come to a knackered bridge with rotten sections; simply jump over them (under about the third section of the bridge is a rock with a Fortune Doll on it that you can land on).

Follow the path around and you'll come to a house, the Dogo Hot Springs, that is closed. Notice the small hole in the wall, though. You'll have to return to Zazen Town to solve the mystery.

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There's another house further around from the springs, Iyo's Coffee Shop. Pay it a visit so that Koryuta will be able to take you directly there on your return. Switch to Yae, call Koryuta, and return to Zazen Town.

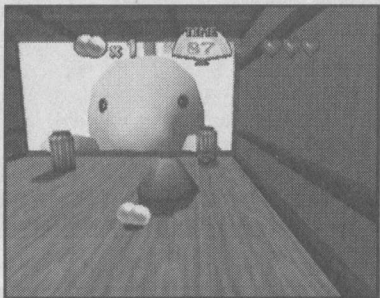
ZAZEN TOWN 2



Once you're back, return to Ushikawa the fisherwoman. She's now tiny. Talk to her and she'll run off. Follow her around the corner down to the small waterfall and then go up the ladder and through the door. The second door on your right is where she'll be. Switch to comedy sidekick Ebisumaru, talk to her and you'll enter a

distinctly surreal sub game. The object is to get eight of the pink and white shrinking pills. However, a huge big-nosed bubble man periodically opens the door to the room. If he sees you he'll rain bombs down on you, so always hide when he's about to open the door (broadcast nominally when it shakes).

Once you've done that, Ebisumaru will have Mini Ebisu Magic Power! Go to the wooden platform where the stores are. You'll find a passage that leads to a pond and water pump. Smack



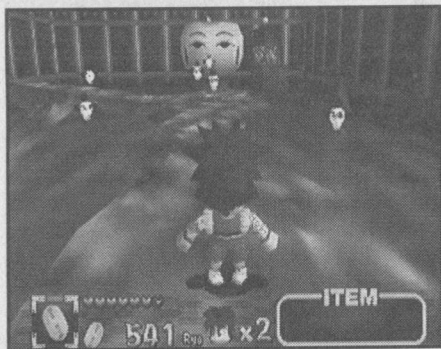
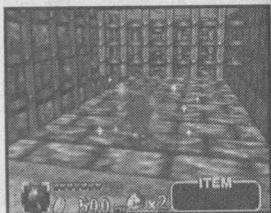
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the water pump a few times to receive a Fortune Doll.

Summon Koryuta and return to Dogo Hot Springs, via Iyo's Coffee Shop. Select Ebisumaru and... aha! Press Top-C to activate Mini Ebisu Magic Power. You can now walk through the tiny hole in the wall of the Hot Springs. Good, eh?

Once you're on the other side, press Top-C to grow again. The Spa itself will replenish your health if you go in and hold Z. Otherwise, shrink Ebisumaru and go under the red gate. There's a Fortune Doll on the right. Then go left over the speed bumps. Its quicker to walk over the first bump and onto the second, jumping up to the platforms above, rather than going right round. Once you're up, make your way around the corner and to the door. Read the sign to save your game and enter...



GHOST TOYS CASTLE

Select Goemon, enter the castle and use his Medal of Flames on each of the statues in the corner. You can't defeat the ghosts at this point. The door will then

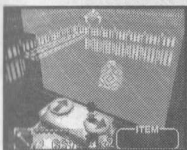
open to a room. There's nothing of use here yet, but you'll be coming back to it. Go through to the next room and make your way across the



spikes to the door. A water filled room with spooky head-on-a-stick baddies waits for you. Go through (there's a Fortune Doll on top of the head). In the next room, make your way to the middle to get a Mr Elly Fant, then move to the next door and defeat all the enemies inside for a key. You'll find a seed in this room. Take it up on the lift and put it on the sand patch

where it'll grow into a flower that spews power-ups and money.

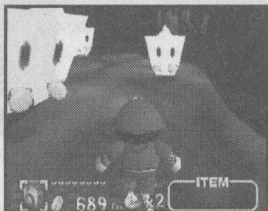
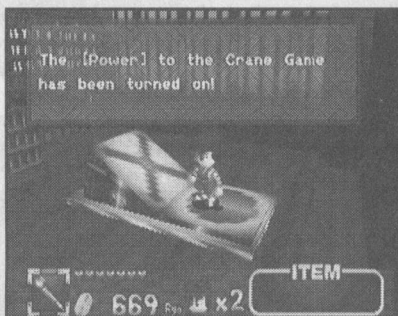
Go to the next room and through the door on the left you'll find two pots and a lift. Take the lift down and then make your way around to the lift that takes you back up. Exit the room and jump on the power switch. Collect the Fortune Doll and the key and hop over to the



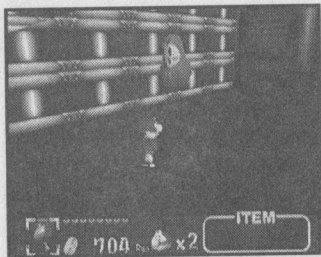
second room you

visited earlier. Go over to the controls and hey! indulge in a bit of Fairground Fun. The machine is basically a huge version of those grab-the-toy-with-the-crane things. Use Goemon to stand on

the controls; its not too hard to pick up the Windup Camera which is your prize! Ebisumaru can use it to make ghosts visible, and thus whackable (simply hold down B until it's charged up).

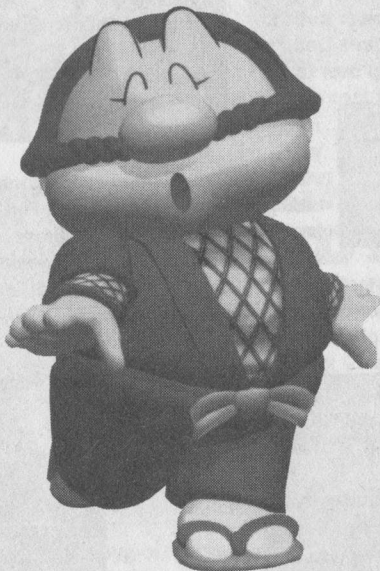


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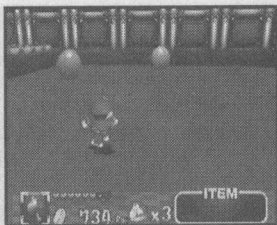


Right. Go back to the room just before the first lift, get the Gold Fortune Doll and proceed through the locked door. In the next room use the camera and then kill the ghosts. In the room after, take the first door on the left. Defeat the ghosts to get the key, exit, and make your way to the locked door. Go up the stairs and on the lift, then through to the

unlocked door. Jump across to get the key, but be careful because the water is now poisonous. Return to the locked door. Go through here, through the unlocked door and defeat everything to get the next key. Exit the room back into the main room, and go for the first locked door (it's on the same side of the room as you are). The door directly in front of you has money and health in it. Grab it all, then make your way through the ropes to the door at the other end. Use the camera to defeat the ghosts (and watch out for the poisonous water), grab the 1-up and



the key, then exit the room and go to the second locked door in the main room (there's also a Fortune Doll in here). Inside the second locked room you'll have to participate in a huge game of pool. Simply hit the balls one by one to knock them automatically into the holes, but mind they don't run you down. Grab the key, exit to the main room and take the lift up for another nasty surprise boss.



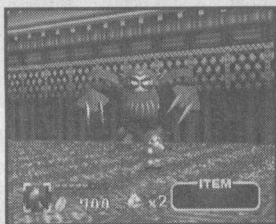
THE SURRENDER ROBOT DHARUMANYO



He looks exceedingly nasty, but he's a bit of a pushover really. Simply use Ebisumaru and his Camera to take a picture of Dharumanyo. You'll have to dodge him and his bombs, but he'll eventually become completely transparent, except for his heart. Switch weapons and give it a good beating.

Repeat

this several times until he's dead. Receive the next mystery object, and then watch a little demo where the Mystery Man appears to reveal a little more of the Peach Mountain Shoguns' evil plans.



BACK TO ZAZEN TOWN

Use Yae to summon Koryuta the dragon, and fly back to Zazen Town. Enter the city and go through the passage situated at the end of the raised wooden platform, to the next wooden platform area. When you descend on the platform, take the door in the wall to your left and you'll

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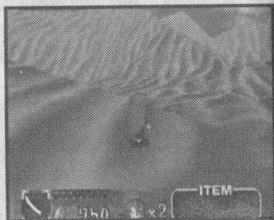
come across a young lad. Head through the door and follow the path, over the bridges, to a door on your right. Go through; you'll see a hill. Walk right to the next door and go through to the desert. Find the pond and dive in to find Sasuke's first missing battery (plus a Fortune Doll). Head back to the hill; there's a house on top, whose Tardis-like dimensions contain a huge tree and

a lake. Climb to the top of the tree, switch to Ebisumaru and use the Wind-Up Camera. Sasuke's second battery will appear, and hurrah! Sasuke now becomes a fully functioning member of your party. Head to the door to the right of the hill, go through and activate your



map. You need to head for the top left door. You'll

then find yourself in a cave. Head through it to a cracked stone door and use Sasuke's Fire Cracker Bomb to blast your way in. And on the other side...



FESTIVAL TEMPLE CASTLE

Avoid the terrifying mechanical samurai and head left into the underpart of the castle. Go along to a door. Run, exit through a gate and then go left. Avoid the rolling barrels and go through the door. Dive into the



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water and swim around; go through the door. There's a locked door on the right; remember it, as you'll be back here later (head up the ladder on the right to find a Doll).

Head left, find the door, avoid the strange tank things and enter a room with plenty of steps. Standing on the highest

step causes them to invert so bear this in mind and quickly peg it to the

door on the right. Go left and find the moving platforms; you need to get to the door in the middle (firstly, however, head up the ladder for a Doll). Go through the door, grab the key and head back to the locked door. Go through, turn right and take the ladder up, following the roof around to acquire a Surprise Pack. Go on and jump down to where you started. Walk around the corner and take

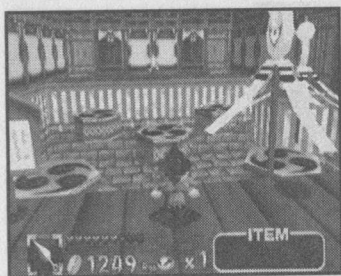


the door at the end. Here you'll find Sasuke's Kunai of Severe Cold – a handy weapon, as you'll soon find out. Go back outside and head left to the first door you come to.



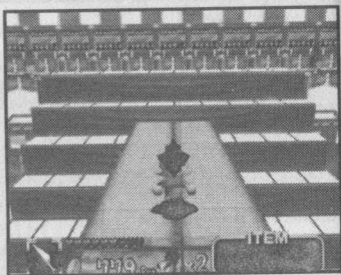
Avoid the barrels and enter the next door. The door in the middle to your right contains freebies, but otherwise bounce over the drums to the right-

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hand door at the far side. Go through this room to one with platforms glowing with heat. Sasuke's aha! Kunai can be used to temporarily cool them down. Hop up them to the raised dais that holds Ebisumaru's Meat Saw Hammer (which can be used to bop enemies for dumplings). Go back through the door you came through, but take the other door in

the previous room. Dive in the moat and swim to a door that'll take you further outside. You'll now need to backtrack right to the start of this level, head up the stairs and turn right. But! Watch out for the huge cylindrical presses; if they squish you, you'll immediately lose a life. Ouch. Once through the door use Sasuke's Kunai to freeze the blocks again. Now, make your way to the top to grab the gold key. Once you've got it, fall off the side onto the floor below.



One of the doors here will take you outside to a Gold Fortune Doll, whilst the other will take you back to the first locked door (the one we told you to remember, yes?). Head through it and make your way to the



next door. At the large waterfall jump onto the wooden platform. Hop onto the huge fish platform, and ride it around to the ladder which will take you up to the next level. Hitch a ride on the next fish and walk towards the central pole; hop over again and onto the next fish. Once you've landed on the last fish, don't jump until it has come to a complete stop. Take the ladder up and head on through a couple of doors to find the next boss.



GHOST ROBOT TSURAMI

Nowhere near as nasty as her name suggests, unfortunately. Simply run around her in circles, avoiding the bolts she throws at you, stopping

only to hit the red bolts back. Do this several times and Tsurami'll go nuts, throwing loads of bolts. Just dodge 'em as before, knocking the red ones back again. She'll soon be destroyed.

After Tsurami is defeated, grab the miracle star, watch the cut scene and marvel at the increasing weirdness of the Peach Mountain villains. The game is most certainly afoot.

KYUSHU DISAPPEARS!



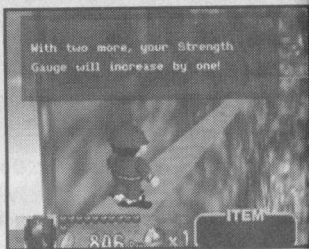
Head through the cave and enter the left-hand door on your screen map. Follow the path around to the bridge and you'll be treated to an extended cut scene, involving someone who appears to be Ebisumaru's intended. But, what's this? Things take a turn for the worse as Kyushu Island is sucked up into the heavens by the evil Shoguns. Grr.



ZAZEN TOWN AGAIN

Use Koryuta to head back to Zazen Town; go through the door you used earlier next to the young boy. Find the cracked doors and use Sasuke's Fire

Cracker Bombs to break in; there are some handy freebies within. Continue along the path and over the bridges to the door on the left. You'll come to a huge lake with a bridge spanning it. Go onto the bridge, jump over the right side into the water, head up the ramp and go along the wall. When it becomes blocked, use Ebisumaru's magic power to shrink; you can continue along now to find a Doll. Jump back into the lake and swim towards the platform; take it up and hop onto the top of the wooden structure for another Fortune Doll.



RETURN TO OEDO TOWN



Use Koryuta to head back to Oedo Town. Change to Goemon, enter the city and go forward through the doors. Go forward and turn right, through to the end of the path and through the door. You'll now be back home where you started the whole game! Enter the second door on your right, talk to the owner and take the test he sets you. It's not

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too hard, and when you pass you'll have Goemon's Sudden Impact Magic Power!

Walk back to the start of the city and leave via the doors. Cross the bridge and turn left. Go up the ramp and you'll find a metal block; use

Goemon's newly acquired powers (Top-C) to push it forward. There's a Doll just to the side of the block, grab it, go through the gap left by the block to a door and then enter some caves. Go right and then up the ladder. Head over the platforms to the ledge on the left and hit the red button. Jump over the platforms to the next door. You'll find yourself in a chillier region of Japan; go to the door straight ahead and enter...

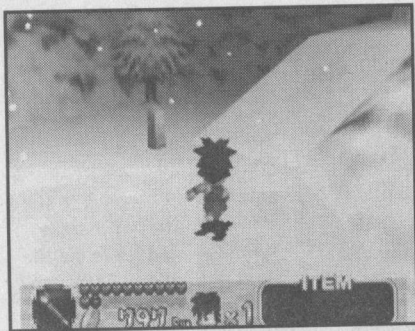
MUTSU FESTIVAL VILLAGE

Go down the steps, forward and past the first set of



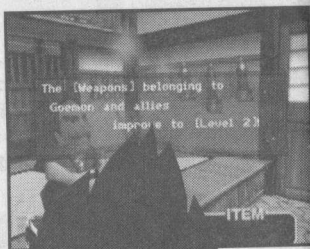
doors on your right. Go up the stairs and through the next door. You'll be in front of a door; turn right and follow the path to the next door. Go through and find yourself at Mount Fear. Don't bother

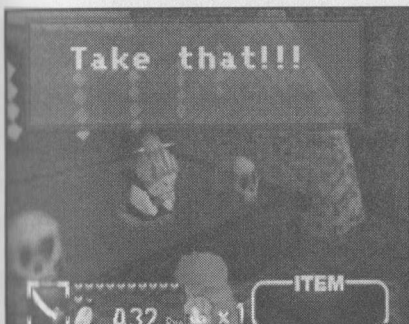
MYSTICAL NINJA



fighting the ghosts; they're unstoppable. Turn right and go up the ramp until you come to a small obelisk in the snow where you'll find your path blocked. What to do now? Well... Head back into the village, retracing your path. After the second set of doors you'll find a man in blue; he's Mokubei's brother (remember the chap in

Mount Fuji?). Talk to him and he'll hint at what to do next, which means riding Koryuta back to Oedo Town so you can return to Mount Fuji. Mokubei will give you upgraded weapons. Which is nice. Head back to Mount Fear and you can now smash the blockage with any weapon. Head up Mount Fear to the Witch's house. Speak to her, pay the 300 Ryo she asks for and see the plot thicken. When she's finished, return to where you entered the village and follow the path around to a door. Head on through until you come to a waterfall; You'll need to change to Yae before you read the sign and enter the test again, its not too difficult. Once you succeed, Yae will gain her Mermaid Magic Power.

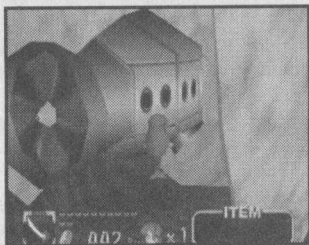




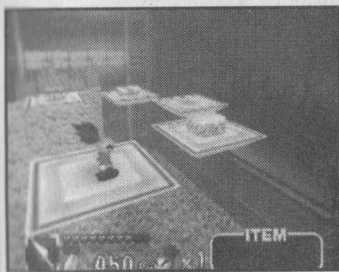
Go back through the village, and past the small obelisk at Mount Fear to a set of doors. Go in and leap into the lake; turn Yae into a mermaid (Top-C), swim down, hit the switch and enter the door where you'll find the distinctly un-medieval Japan submarine.

GOURMET SUBMARINE CASTLE

Enter the sub and follow the arrows to the lift. In the first room climb up to find Mr Elly Fant. Head through any door and carry on until you find the room with the moving platforms. Hop over them to find the key in the corner. Head back two rooms to the locked door. Enter and jog around the corner to the lift. Use mermaid Yae and go underwater to the next door.



Swim through the next few rooms until you find the locked door; the key is in the same room. Go through the door, swim around the corner to the left and then go down the ladder and out. Jump on the conveyor belt and head straight over to get the key. Jump over and onto the belt that leads to the locked door. Climb the ladder, grab the key and open the locked door. Within is Yae's Bazooka and another key. In the next room go underwater and through the door. Swim up to the lift, but before you



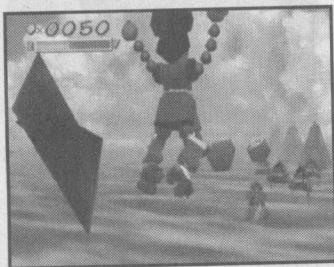
MYSTICAL NINJA



get on, look for the tiny door in the corner of the room. Take the shrunken Ebisumaru through to find a Surprise Pack.

Head back to the lift and go through the door on the right in the next room. Bash the baddies and jump up along the ledge for another Surprise Pack. Go through the door, take the door on

the left, jump into the soup bowl and across to the door without a lock. Go through, defeat the monsters for a key, and use it in the door around the corner. Inside is the key for the door next to the unlocked one; go in, take the lift, run across the room and enter the door. Watch the cut scene, save your game, and prepare for another bout of robot fisticuffs.



A FINE KETTLE OF FISH

This robotic adversary (who is, apparently, a charming mermaid) is pretty much identical to Kashiwagi in his

method of attack. To beat him you'll have to try and hook him with your chain pipe. If you manage it, reel him in and give him a good beating. Otherwise, punch the coloured balls he throws at you and shoot him whenever you get the chance (using the Z Trigger).



What do you want with me,
the mighty water imp Kihachi?

ZAZEN AGAIN (AGAIN)

After beating the mermaid, return, via Koryuta, to Zazen Town. Locate Benkei (the gatekeeper) and he'll tell you about someone you should see... Go to the

pond, situated in the passageway that connects the two raised wooden areas, and meet the Water Imp Kihachi (based on the Japanese water demon Kappa, fact fans).

Find the small boy you visited earlier, then head to the room where you gained Ebisumaru's Mini Magic Power; talk to the priest there. Get the key from him, exit and take the door to your right. Go over the bridge and

through the
the
doors;

enter the locked door immediately to your right. Be Sasuke and take his test; again, it's not too hard.

Return to the small boy. Walk through the
the
doors,

go left and take the second door. Cross the bridge, go through the doors then, at the end, use Sasuke's new power to jump up to the ledge on the right. Cross over and speak to the priest's son. Buy the Quality Cucumber from him, 800 Ryo, mind, and return to Kihachi. He'll give you the Miracle Snowflake. Take



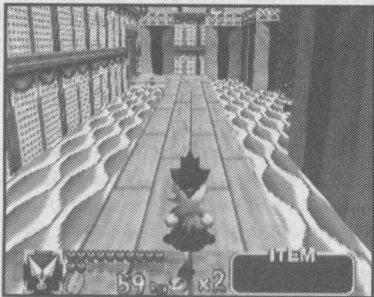
MYSTICAL NINJA



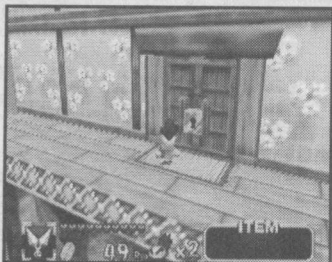
Koryuta to Mutsu Festival Village and go to the lake that led you to the submarine. Go through the door on the left. Approach the stone dais (the Pemopemo god) and, gasp! Prepare to enter outer space.

GORGEOUS MUSICAL CASTLE

Oh yes; for this is the Shoguns' base. Take the left door, go through the room into the next and follow the walkway to the silver key. Go through the locked door in the same room. Jump over the fans, grab the gold key, then retrace your steps to the first room in the castle; go through the locked



door. Enter the next room, go down the ladder and around to another door, then bounce up the drums to, yes, a door. Cross the blue platforms to get Mr Elly Fant, then use Sasuke's magic jump to reach the key by the side of the door below. Go through the door, then the locked door, and on to a room that contains a tiny door and a locked one. Use mini Ebisumaru to go into the tiny door and grab the key. Return to the locked door, go through, and make your way to the top of the next room to get the key. Return to the room with the tiny door, climb the ladder, find the red button and hit it. It'll bring down some stairs. Avoiding the waves,





go through the door and hit the next red button to activate more stairs. Use mermaid Yae to swim down for a Surprise Pack, go through the door and find yourself outside. Head off to the next set of gates – the shops on the way sell pretty much anything you need – and carry on to a blocked door. Walk back to the gates

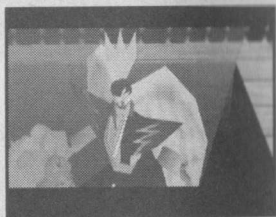
and enter the restaurant on the second right. The Wise Man is in there, and he'll upgrade your weapons. Now you can smash through that locked door. You're now, spook! In the Shoguns' own temple!



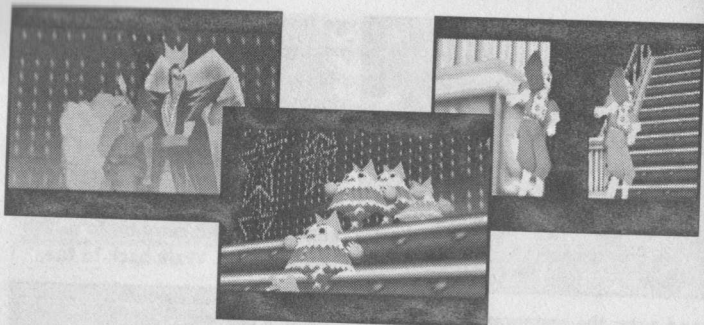
END GAME

Go up the stairs on your left and through the door. Jump the platforms to the next door and make your way over the conveyor belts until you reach the red switch. Hit it and enter the next room. Do the same in

here, then, in the next room, hit this third red button and leap onto the rising platform. Grab the key on the top and go through the door. Head down the slide, through the door, turn left and through another door. You're now back at the beginning. If you jump into the picture you'll find a Gold Fortune Doll; otherwise, simply head through the door under the stairs and then into the cylinder room (be careful not to fall through the gaps,



MYSTICAL NINJA



mind). Go through the next door, and then, finally, you've reached the end...

And what happens? Well, it's all deeply strange, involving a lavish song-and-dance routine. Oh, and then you get to beat up a few more robots. Good luck!

FIVE OF YOUR GOEMON QUERIES ANSWERED!

Q1. I know that collecting the Fortune Dolls gives you extra lives but, at the end of the game, there's a grid showing how many I've collected. Is this purely to show how many I've missed, or is there something else involved?

A1. *Spot on, old boy. There are actually 45 dolls to collect, and if you manage to collect them all you'll unlock a special 'Boss Mode', which is in the Options screen. Basically, this enables you to fight every boss in order as a single game. If you complete this, you'll be awarded a nice rendered picture of Goemon and the gang.*

Q2. A friend of mine has got *Mystical Ninja*, and he says that the Rumble Pak works with it. There's no mention of this in the information box on your review, or on the actual game packaging. Is he lying?

A2. *Well, only a little bit... You see, for some unknown reason, the*

Rumble Pak works when you're fighting as Goemon Impact (the huge robot). Which is a nice bonus, eh?

Q3. Got any cheats, N64?

A3. There aren't any cheats as such, but there are a couple of handy hints that we can give you.



CLIMBING

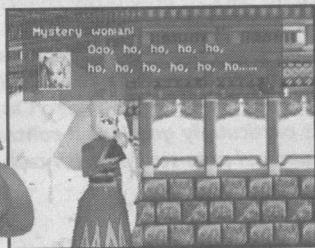
Whilst climbing ladders, press A rapidly to jump up the ladder (but be careful at the top because you can jump right off). This is especially handy on the long climb up to the summit of Mount Fuji.

FALLING

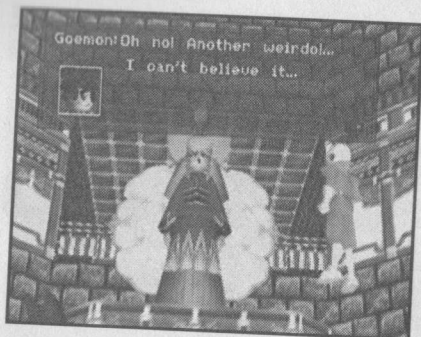
You can fall any distance without getting hurt in *Mystical Ninja*, but there's always an annoying pause when you land. To avoid this, press the Weapon button just before you hit the ground and you'll be able to get up and move straight away.

AVOID ATTACKS

If you change your character just as an enemy hits you, the attack'll pass straight through you without doing any damage.



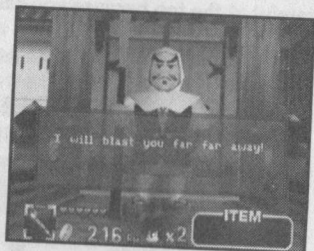
MYSTICAL NINJA



Q4. Correct me if I'm mistaken, but the Japanese name for *Mystical Ninja* is *Ganbare Goemon 5*. Does this mean it's a sequel? Are there any other *Goemon* games available for the N64?

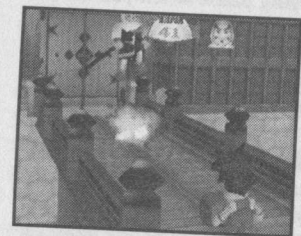
A4. Yes, it is a sequel, but not to any N64 games, unfortunately. Four *Goemon* games appeared

on the NES and SNES, only one of which was released in Europe. It was, apparently, very good (according to old man of the hills Wil Overton), and featured several bits and pieces that would later turn up in the N64 game. The Ghost Lady boss, who throws the plates, was in it, as were the Impact battles.

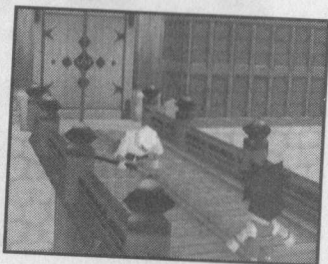


Q5. Is there any way to get more money in the game?

A5. Yes, very easily. You see, in a very strange oversight, Konami have left a little glitch in the game, that allows you



to go back to previously collected cash (and health, too) and re-collect it. When you leave an area with cash, it regenerates. Handy, eh? The first room of Oedo Castle is particularly good, as it contains loads of pots stuffed with cash.

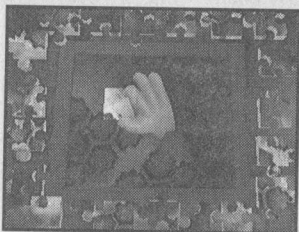


+...



BANJO KAZOOIE

It's blimmin' great. Have some cheats.



BOTTLES' BONUS

After Beating Treasure Trove Cove, go back to Banjo's House, outside Gruntilda's Lair. Once inside, look at the Bottles the mole picture and you'll go enter a secret game, the aim being to put the moving puzzle pieces together. Once all the pieces are fitted, congratulations! You've just accessed

the first code. To redeem it, go to Treasure Trove Cove, drain the water around the castle, and enter. Every time you complete one of the puzzles you'll get a new code, which are as follows:

First puzzle: **BOTTLESBONUSONE** gives Banjo a big head.

Second puzzle: **BOTTLESBONUSTWO** gives Banjo big feet and hands.

Third puzzle: **BOTTLESBONUSTHREE** gives Kazooie a big head.

Fourth puzzle: **BOTTLESBONUSFOUR** gives Banjo a tall skinny body and a little head.

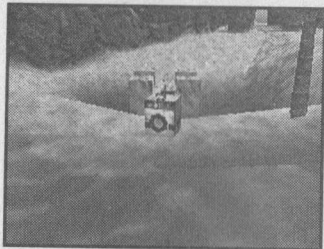
Fifth puzzle: **BOTTLESBONUSFIVE** gives Banjo a tall skinny body little head, big hands, and big feet.

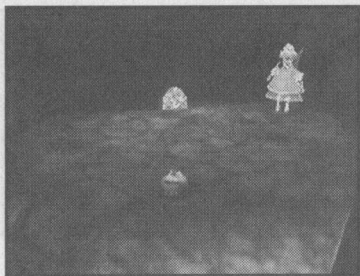
Sixth puzzle: **BIGBOTTLESBONUS** gives Banjo a tall skinny body, big head, big hands, big feet.

Seventh puzzle:

WISHYWASHYBANJO turns Banjo into a washing machine. He still has all his abilities, he just looks different.

To cancel these codes, enter the word **NOBONUS**.





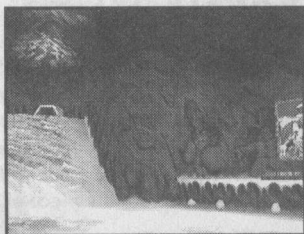
CHEATO'S FIRST SPELL BOOK

To enter Cheato's first lair, go into Bubblegloop Swamp and find Mumbo's Hut. (It's above the crocodile's head in the maze.) He'll transform you into a crocodile. Now exit Bubblegloop Swamp – enter the passage behind the entrance to Bubblegloop swamp and scuttle

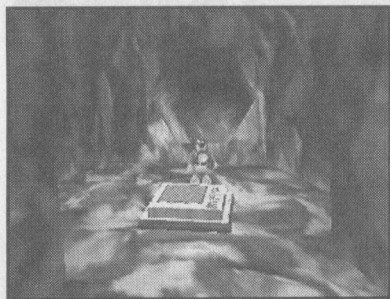
up the tiny frozen passageway to find Cheato the Spell Book.

CHEATO'S SECOND SPELL BOOK

Go to Mad Monster Mansion. Change into the pumpkin and go to the platform that Brentilda is on, then enter the little hole and get the red spell book. Next, go to the BANJOKAZOOIE puzzle in Treasure Trove Cove and enter REDFEATHERS to get 100 feathers and a maximum of 100.



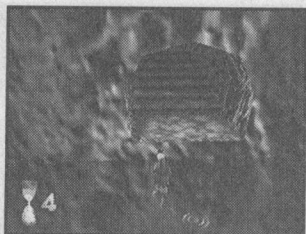
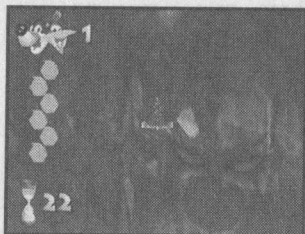
CHEATO'S THIRD SPELL BOOK



To get to Cheato's 3rd lair you must have opened the 450 note door and raised the water to the 2nd level. If you go to where Rusty Bucket Bay is and look up and to the right you will see a cave that is very high up. Go back to the point where you came in. If you look around you'll see three blocked tunnels. The one in the middle can be

broken if you peck at it. Follow that tunnel until you come out – you'll find the switch to raise the water to the third level. You've got around 24 seconds to get to the high cave. Cheato will be up the stairs. He'll

BANJO-KAZOOIE



give you the spell "GOLDFEATHERS". Enter this word in the cave in Treasure Trove Cove – you'll get 20 gold feathers!

DOUBLE HEALTH

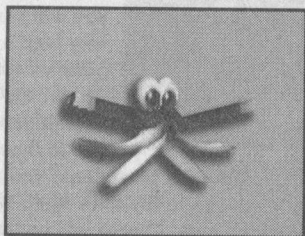
If you have enough notes, open the 882-Note Door, then stand on the puzzle piece platform. By completing the picture with four of your Jiggys, your Honeycomb Energy Meter will turn red. From then on, your Honeycomb Energy will be twice as strong. In essence, one red Honeycomb Energy piece will represent two pieces on your meter, so one hit will turn a red piece yellow, and a subsequent hit will completely deplete the piece of energy.

EXTRA LIFE ON BANJO'S HOUSE

Get to the top of Banjo's house with a somersault and then jump on top of the chimney. Jump as high as you can and touch the golden statue of Banjo, resulting in an extra life. There's another extra life behind the waterfall.

EXTRA STARTING ANIMATIONS

When picking a game to load, press START+R+A simultaneously. If your timing is right you'll be rewarded with a humorous animation.



CHOPPER ATTACK

Helicopters, then. You've got to love 'em.

LEVEL SELECT:

Press Top-C when "Press Start" appears on the opening screen.

SHOOT DOWN THE PRESIDENT:

Press Z + Top-C + Bottom-C during play, then fire a homing cluster at an enemy plane.

CHOPPER PREVIEW:

Highlight a chopper on the chopper selection screen. Press L to display the statistics screen. Use the analogue-stick to control the rotating model of the chopper.

ALIEN DISRUPTOR WEAPON:

Complete level 7 under the Expert difficulty level.

CRUISI'N WORLD

It's just about what we expected from the sequel to one of the worst games ever.

POWER LEVEL 1:

Obtain at least 8 points in championship mode. Then, press Top-C or Bottom-C on the car selection screen.

POWER LEVEL 3:

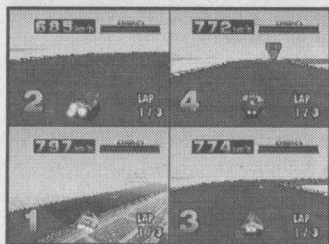
Obtain at least 100 points in championship mode. Then, press Top-C or Bottom-C on the car selection screen.

ALTERNATE COLOURS:

Obtain at least 20 points in championship mode. Then, press L or R on the car selection screen.

TWO-TONE COLOURS:

Obtain at least 150 points in championship mode. Then, press L or R on the car selection screen.



F-ZERO X

Worth the wait? Definitely. And the multiplayer game is one of the best we've ever experienced.

ALTERNATE COLOURS:

Select a ship, then press R or Z at the statistics screen.

MINI-RACERS:

Hold L + R + Top-C + Bottom-C + Left-C + Right-C at the ship selection screen.

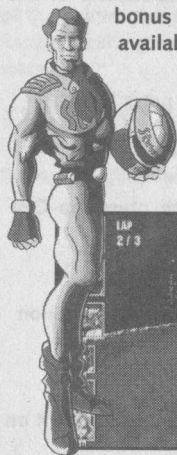
PREVIEW SHIP:

Select a ship, then press Top-C, Bottom-C, Left-C, or Right-C at the statistics screen.

JOKER CUP TRACKS:

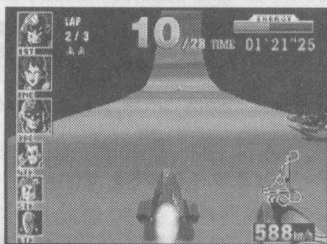
Win the Jack, Queen and King Cups under the "Standard" difficulty level.

A Joker Cup, with six bonus tracks, will be available for play.



X-CUP TRACKS:

Win the Jack, Queen, King, and Joker Cups under the "Expert" difficulty level.



The X-Cup is a group of six tracks that are randomly generated.

MASTER DIFFICULTY LEVEL:

Win the Jack, Queen, King, and Joker Cups under all three difficulty levels.

MISSION: IMPOSSIBLE

A disappointment, but still capable of secret agent-size fun.

Enter the following codes at the mission selection screen. If they've been entered correctly someone will say "Ah, that's better".

7.65 SILENCER GUN:

Top-C, L, Right-C, Left-C, Top-C.

9MM HIGH-POWER GUN:

R, L, Bottom-C, Top-C, Top-C.

UZI:

Right-C, Left-C, Right-C, Bottom-C, R.

MINI-ROCKET LAUNCHER:

R, L, Left-C, Right-C, Bottom-C.

TURBO MODE:

Top-C, Z, Top-C, Z, Top-C.

KID MODE:

Bottom-C, Top-C, R, L, Z.

BIG FEET MODE:

Bottom-C, R, Z, Right-C, Left-C.

BIG HEAD MODE:

Bottom-C, R, Top-C, L, Left-C.

BONUS LEVEL:

Successfully complete the game and wait until the Infogrames logo disappears after the end credits. The development team will appear on the Embassy level. Speak to all the people here and Ethan and Candice will enter the room.



WWF WARZONE

There's nothing that Tim likes better than staring at big men in tights. The chance to actually play as one, then, excited him almost too much.

TAUNTS

Annoy your opponent.

Taunt 1: Press Punch + Block

Taunt 2: Press Tie Up + Kick

FINISHING MOVES:

To do a finishing move, your opponent's energy bar must be in the red.

"STONE COLD" STEVE AUSTIN

Stone Cold Stunner: Right, Right, Tie Up

Situation: Tied Up



"HEARTBREAK KID" SHAWN MICHAELS

Sweet Chin Music: Right, Down, Up, Kick + Block

Situation: Both Standing

"TRIPLE H" HUNTER HEARST HELMSLEY

The Pedigree: Right, Down, L, Punch + Tie Up

Situation: Both Standing

THE UNDERTAKER

Tombstone Piledriver: Down, Down, Down, Punch + Tie Up

Situation: Both Standing

"THE BLACK HART" OWEN HART

The Sharpshooter: Left, Left, Up, Kick + Block

Situation: Standing at the Feet of a Fallen Opponent

"THE ROCK" ROCKY MAIVIA

The Rock Bottom: Right, Right, Up, Punch + Tie Up

Situation: Both Standing

FAAROOQ

The Dominator: Up, Up, Up, Tie Up + Block

Situation: Both Standing

MANKIND/CACTUS JACK/DUDE LOVE

Mandible Claw: Right, Left, Up, Tie Up + Block

Situation: Both Standing

GOLDUST

Curtain Call: Left, Right, Down, Tie Up

Situation: Behind Opponent



KEN SHAMROCK

Ankle Lock Submission: Right, Down, Left, Kick (Unconfirmed)

Situation: Standing at the Feet of a Fallen Opponent

BRET "HITMAN" HART

The Sharpshooter: Left, Left, Up, Kick + Block

Situation: Standing at the Feet of a Fallen Opponent

"THE BRITISH BULLDOG" DAVEY BOY SMITH

Running Powerslam: Up, Up, Tie Up

Situation: Tied Up

AHMED JOHNSON

Pearl River Plunge: Right, Left, Up, Kick + Block

Situation: Both Standing

KANE

Tombstone Piledriver: Down, Down, Down, Punch + Tie Up

Situation: Both Standing

HEADBANGER MOSH

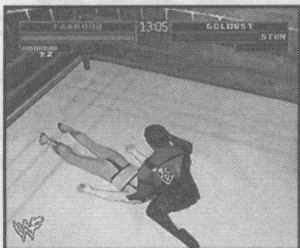
Mosh Pit: Punch

Situation: Standing on Top Turnbuckle

HEADBANGER THRASHER

Stage Dive: Tie Up + Block

Situation: Standing on Top Turnbuckle





WETRIX

Wetrix? Tetris? Do you see? Do you understand?



ALTERNATE FLOORS:

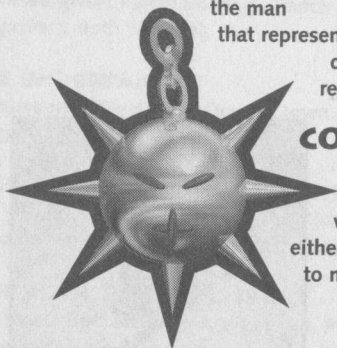
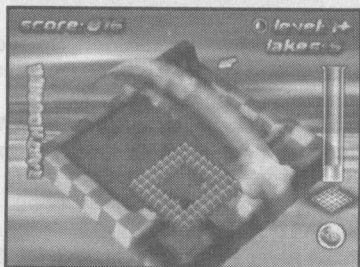
Complete all 16 practice rounds. The background colour will turn red to confirm correct code entry. Enter the options screen and select the "Floor" option to choose a new floor pattern and background colour.

ALTERNATE SHAPES:

Enable the "Alternate floors" code. Complete all modes except practice and multiplayer and achieve an "OK" rating. The background colour will turn green to confirm correct code entry. Select any game mode other than practice mode. Select

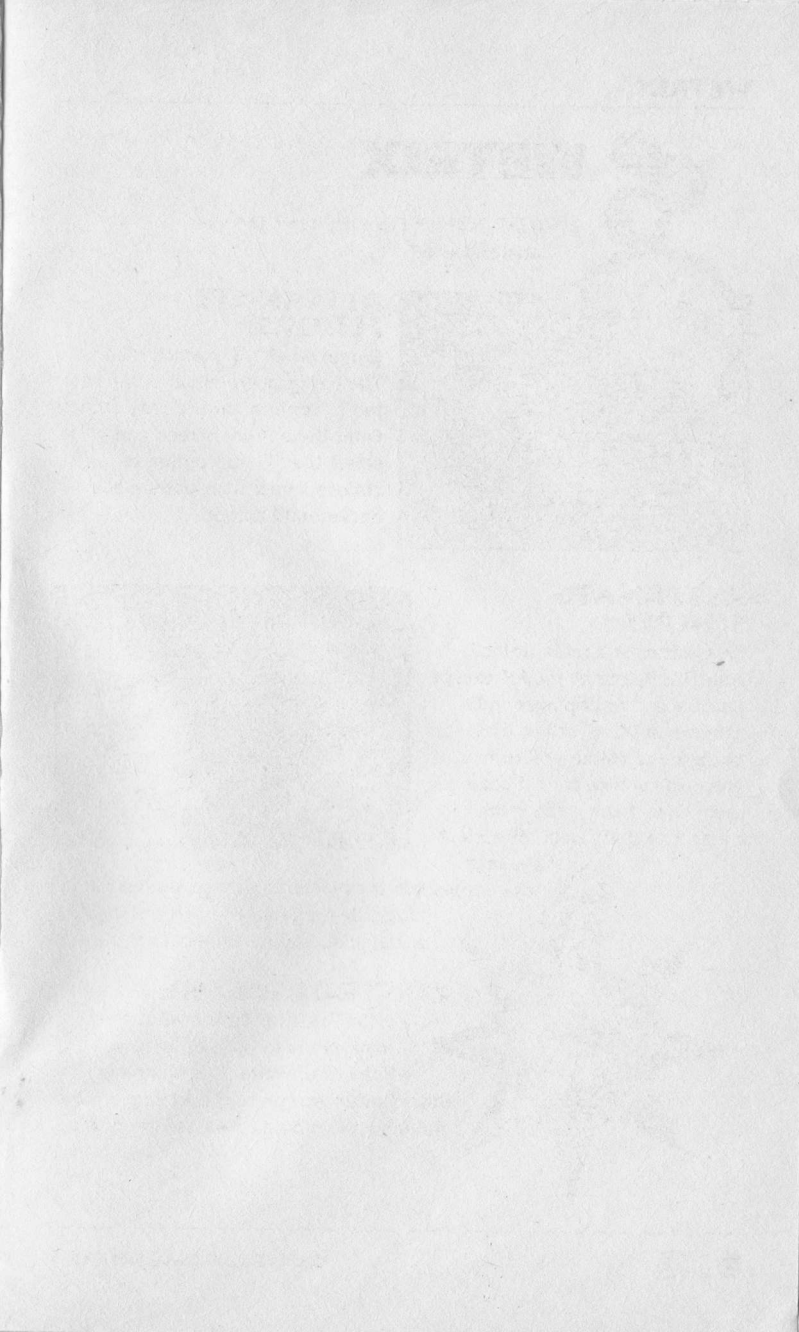
the man

that represents the pieces to change him into a duck. Begin game play with triangular, rectangular, and square-shaped pieces.



CONTROL WATER:

Hold Top-C or Bottom-C at the main menu to raise or lower a whirlpool of water. Keep holding either button and press the analogue stick to move the whirlpool across the water.



WETTRIX

WETTRIX WATER SYSTEMS, INC. 10000
 WETTRIX WATER SYSTEMS, INC.



ALTERNATE FLOORS

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ALTERNATE SHAPES

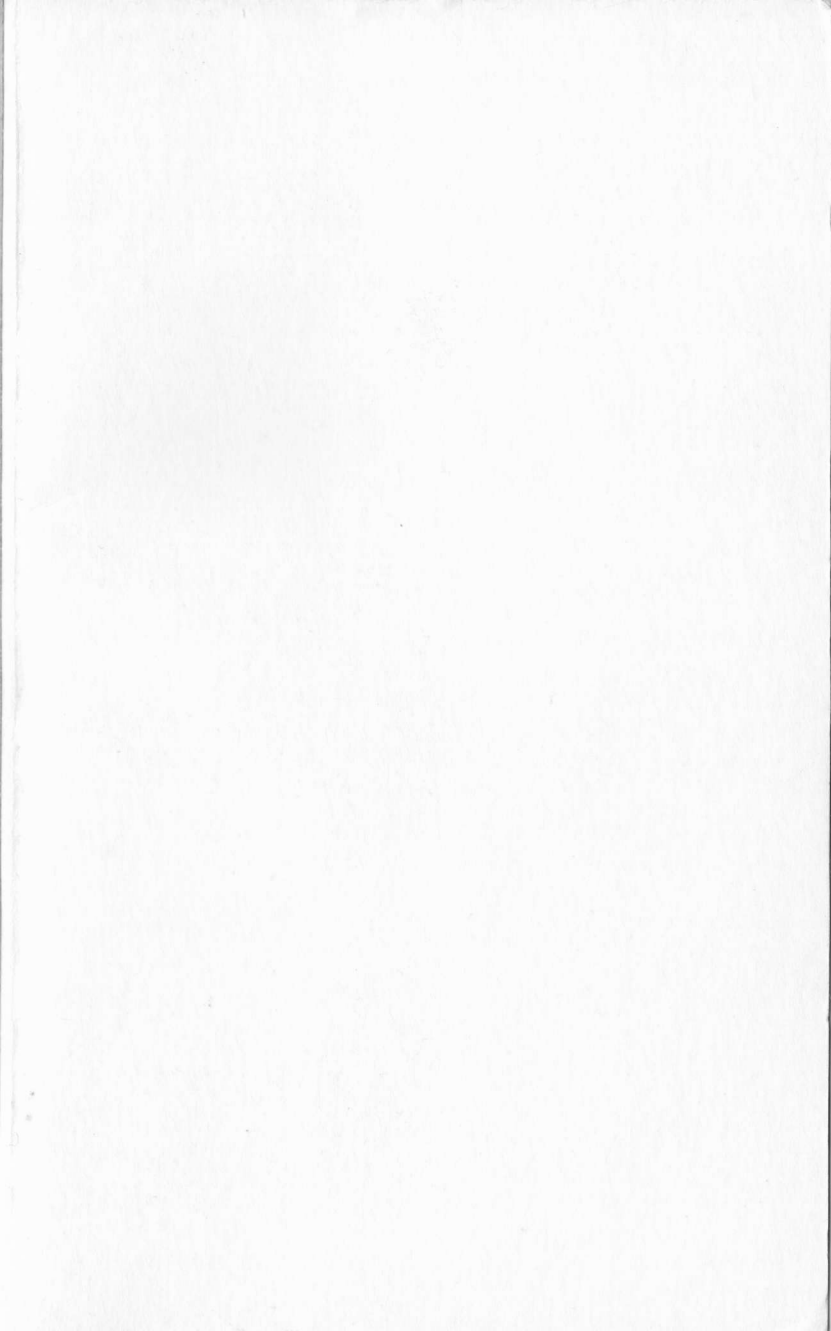
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COMMON WATER

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Forsaken

Mystical Ninja



**Mystical Ninja.
Forsaken. Sing.
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gest and best
tips, our tenth
DOUBLE GAME
GUIDE + is, er,
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